

Game State and Evaluator Report Code Design

Data Structure

List

- For store list of Statement in Strategy, BlockStatement so statement could store in one place and loop for order execute
- For minions of each leader and ordered execute

Array

- For store hex grid that has fixed size

Map

- for game setting that could have more setting in future scaling
- for map minionType with Strategy and Defense
- for store variable of minion and global variable that share across minion with same leader

Design Tradeoffs

- Design that make Game as an instance for more flexibility and more compatibility in new game mode that probably add in the future that cause some more complex code
- Store valid minion as map from name of minion type to Strategy and defense instead store Strategy in each minion for reduce aliasing and memory usages that a little bit harder to call